IN THE CLAIMS

1.   (Currently Amended)   A method of simulating an instruction set architecture (ISA) with a instruction set simulator (ISS), comprising:

fetching a ~~first~~ decoded instruction during a run time, wherein the decoded instruction is decoded from an original instruction in a target application program during a compile time preceding the run time, the decoded instruction pointing to a template configured to implement the functionality of the <u>original</u> instruction;

determining whether the ~~fetched~~ decoded instruction <u>fetched during a run time</u> is modified from the original instruction; and

executing the ~~designated~~ template if the <u>decoded</u> instruction was not modified <u>from the original instruction</u>.

2.   (Currently Amended)   The method of claim 1, further comprising decoding the original instruction by selecting ~~a~~ <u>the</u> template corresponding to the original instruction and customizing the template based on the data in original instruction prior to fetching the <u>decoded</u> instruction.

3.   (Original)   The method of claim 2, wherein the template corresponds to a first class of one or more instructions and wherein the template has a corresponding mask usable to identify instructions belonging to the first class.

4.   (Original)   The method of claim 3, wherein selecting a template comprises:

comparing the original instruction to the mask corresponding to the template; and

selecting the template if the mask matches the original instruction.

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5.   (Original)   The method of claim 2, wherein customizing the template comprises determining a value of a parameter in the template based on the data in the original instruction.

6.   (Currently Amended)   The method of claim 3 5, wherein customizing the template comprises determining a value of a parameter in the template based on the data in the original instruction.

7.   (Original)   The method of claim 6, further comprising compiling a first program comprising the customized template in the compile time.

8.   (Original)   The method of claim 7, further comprising optimizing the template during the compile time.

9.   (Original)   The method of claim 1, further comprising:

    re-decoding the fetched instruction during the run time if the fetched instruction was modified, wherein the re-decoded instruction designates a function configured to implement the functionality of the instruction; and

    executing the designated function if the instruction was modified.

10.   (Original)   The method of claim 1, further comprising executing the modified instruction using an interpretive process.

11.   (Original)   The method of claim 8, further comprising compiling the target application program to generate the original instruction.

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12.   (Currently Amended)   A generic instruction model <u>stored on a computer readable medium, which when read by a processor is</u> for use in a instruction set architecture (ISA) simulator, <u>the generic instruction model</u> comprising:

an instruction specification usable to interpret each instruction in an ISA, the instruction specification comprising one or more operation classes;

wherein each operation class defining a set of one or more instructions, the operation class having an operation mask usable to identify instructions belonging to the class; and

further wherein the operation class comprises one or more symbols and an expression describing the class in terms of the one or more symbols, each symbol having a corresponding set of one or more symbol types, each symbol type in the set comprising information usable to determine the symbol when compared to an instruction.

13.   (Original)   The model of claim 12, wherein the set of instructions has a common behavior and the expression defines the behavior of the class in terms of the one or more symbols.

14.   (Original)   The model of claim 12, wherein one symbol type in the type set is an constant type.

15.   (Original)   The model of claim 14, wherein the type set comprises a plurality of constant types, each constant type having a corresponding type mask usable to determine the constant when compared to an instruction.

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16. (Original)   The model of claim 12, wherein one symbol type in the type set is a register type.

17. (Original)   The model of claim 16, wherein the register type comprises a register index and a register class.

18. (Original)   The model of claim 12, wherein one symbol type in the type set is an operation type.

19. (Original)   The model of claim 18, wherein the type set comprises a plurality of operation types, each operation type having a corresponding type mask usable to determine the operation when compared to an instruction.

20. (Original)   The model of claim 12, wherein at least one operation class comprises a plurality of expressions, each expression being conditional on data within an instruction.

21. (Original)   The model of claim 12, wherein each instruction comprises a series of slots, each slot comprising data translatable into an operation.

22. (Original)   The model of claim 12, wherein each instruction comprises a series of binary data values and the operation mask comprises a series of mask positions wherein each mask position corresponds to one instance of a binary data value.

23. (Original)   The model of claim 12, wherein each mask position has a value selected from a group comprising: a binary one value, a binary zero value and a do not care value.

24. (Currently Amended)   A computer readable medium ~~embodying a program~~ having stored thereon a set of instructions executable by ~~the~~ a machine to perform ~~method~~

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steps operations for simulating an instruction set architecture (ISA), said method steps operations comprising:

fetching a first decoded instruction during a run time, wherein the decoded instruction is decoded from an original instruction in a target application program during a compile time preceding the run time, the decoded instruction pointing to a template configured to implement the functionality of the original instruction;

determining whether the fetched decoded instruction fetched during a run time is modified from the original instruction; and

executing the designated template if the decoded instruction was not modified from the original instruction.

25.   (Original)   The computer readable medium of claim 24, wherein the template corresponds to a first class of one or more instructions and wherein the template has a corresponding mask usable to identify instructions belonging to the first class.

26.   (Original)   The computer readable medium of claim 24, further comprising:

re-decoding the fetched decoded instruction fetched during the run time if the fetched decoded instruction was modified from the original instruction, wherein the re-decoded instruction designates a function configured to implement the functionality of the original instruction; and

executing the designated function if the decoded instruction was modified from the original instruction.

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27.   (Original)   The computer readable medium of claim 24, further comprising

executing the modified instruction using an interpretive process.